



COM 64 ROM/DISK

Hurry, hurry, hurry! Step right up and see the most daring acrobat in this wide world. He jumps, he swings, he flies!

Watch Sammy Lightfoot perform incredible feats high above your head. His courage will amaze you and his skill delight you. So step right up and get your tickets now!

LOADING INSTRUCTIONS

ROM Cartridge

1. Turn off your computer.
2. Insert **Sammy Lightfoot** cartridge (face up) into the expansion slot to the right in the rear of your computer.
3. Turn on power to the computer and monitor.
4. Plug joystick into port #1.
5. When the banner (title) page appears, press joystick button for option page.
6. Move joystick up or down to select options, press button to change options.

Disk

1. Label side up, insert disk in the disk drive.
2. Close the drive door.
3. When the screen says "READY," TYPE **◀LOAD"SAMMY".8,1▶**, PRESS **◀RETURN▶**.
4. Plug joystick into port #1.
5. When the banner (title) page appears, press joystick button for option page.
6. Move joystick up or down to select options, press button to change options.

THE AMAZING

Playing Today!

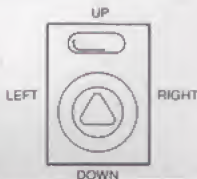
**SAMMY
LIGHTFOOT**

CONTROLS

Joystick

Use stick to move left or right.

The button will help Sammy to jump, hang on to ropes or start the elevator.



HOW TO PLAY SAMMY LIGHTFOOT

Ladies and gentlemen, let me direct your attention to our center ring. In a few moments, high above your heads, you will see a performance that will chill and thrill you. You will see that great trapeze artist, Sammy Lightfoot, do things you wouldn't have thought possible!

Sammy will leap huge circus balls and fly through the air over scorching flames. With incredible balance and agility he will dodge lethal plungers to cross huge chasms. Finally, to amaze and delight you, Sammy will swing on a trick rope, challenge the man-eating pumpkin and soar on a flying carpet!

And now, ladies and gentlemen, let me present to you that death-defying daredevil, **Sammy Lightfoot!**

SCORING

The quicker you finish each screen, the higher your score will be.

